

Thermally Activated Technologies Roadmap Workshop



Overview of the Facilitation “Game Plan”

*Richard Scheer, Vice President
Energetics, Inc.
Dallas, Texas
7 January 2002*



Why We're Here

- **To agree on a vision and strategic goals for thermally activated technologies between now and 2020**
- **To identify barriers (scientific, engineering, financial, market) to achieving the vision and goals.**
- **To identify RD&D activities addressing the barriers and achieving the vision and goals.**
- **To develop “paths forward” for implementing the top priority RD&D activities.**



What We'll Do

Day One

- Discuss the applications of thermally activated technologies today
- Discuss vision(s) of the future

Day Two

- Hold four concurrent and parallel breakout group discussions

Day Three

- Discuss overlaps, gaps, crosscutting themes
- Share final thoughts



Breakout Groups

- **Thermal Management and Delivery** – *focus on how revolutionize thermal energy management and delivery from the primary source to equipment and end uses*
- **Indoor Environmental Quality and Security** – *focus on how to dramatically improve the quality, healthfulness, productivity, and security of indoor environments*
- **Heating and Cooling Systems** – *focus on how to dramatically improve heating and cooling system designs and techniques*
- **Novel Energy Utilization Concepts** – *focus on developing new ideas for utilizing recovered thermal energy beyond the obvious uses of water heating and cooling, space heating and cooling, and industrial process heating and cooling*



Focus Questions

- What are the strategic goals for achieving the vision by 2020?
- What are the scientific, engineering, financial, and institutional barriers to achieving the vision and goals?
- What are the RD&D activities needed for addressing the barriers and achieving the vision and goals?
- What are the “paths forward” for implementing the top priority RD&D activities?



Ground Rules

- **Turn off cell phones or put them on vibrate**
- **Refrain from speech making, be concise**
- **No attribution of people to ideas, be candid**
- **No side conversations**
- **No “gunny sacking”**
- **Relax, be creative, and have fun!**